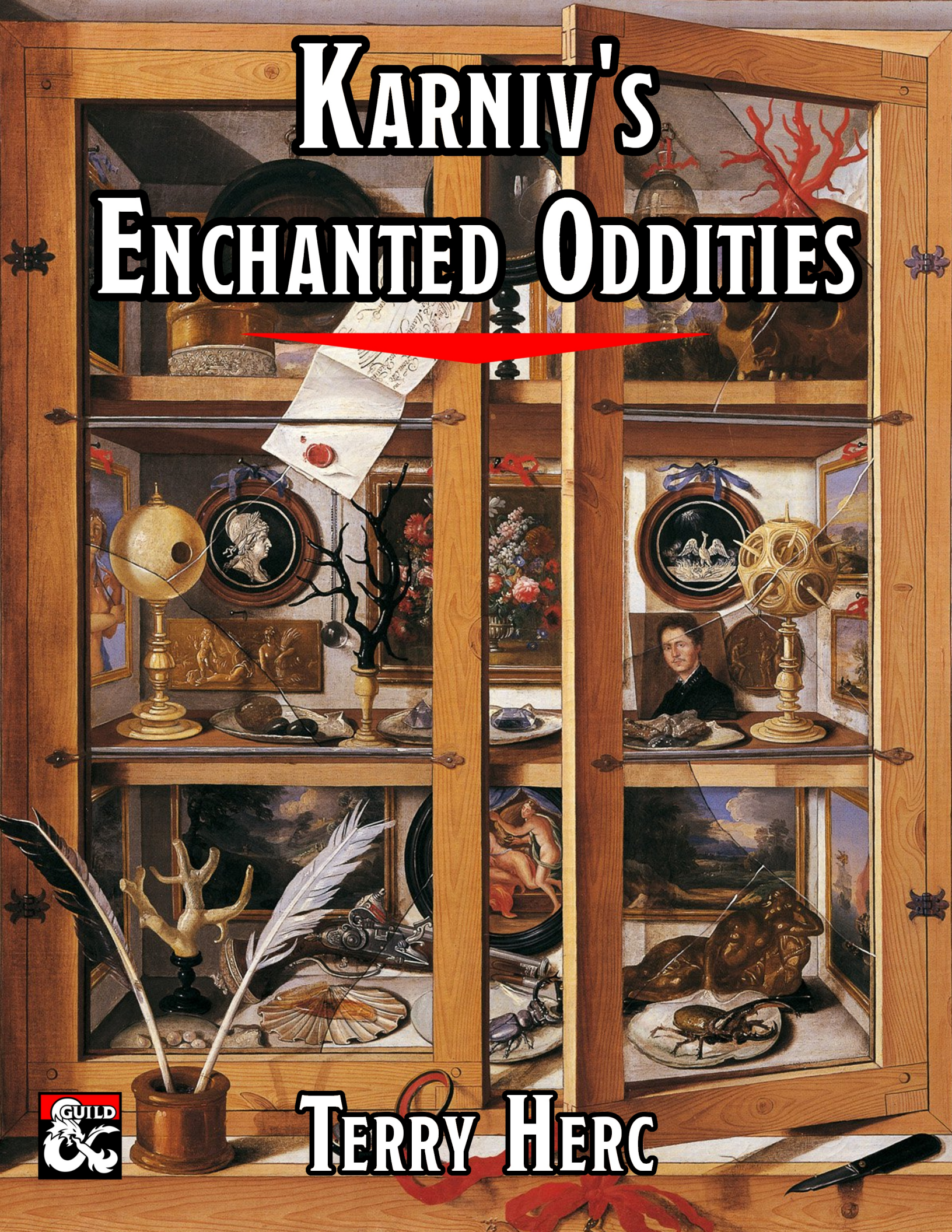


# KARNIV's ENCHANTED ODDITIES



TERRY HERC



# KARNIV'S ENCHATED ODDITIES

AN ECLECTIC SHOP BURSTING WITH BAUBLES, ARTIFACTS, TRINKETS, AND CURIOSITIES

BY TERRY HERC



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## CREDITS

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What good fortune you've found me! Please, come in, come in! You must have travelled far to get so dusty! And the smell, gah! Karniv's my name, and the lot of you look like you could use a thing or two. A bath maybe? Ha!

You with the sword, a few potions? You in the robes, a handful of herbs? And you with that thing sticking out of your pack, a bag coins no doubt! You knew that would catch my eye! Well please, get it on the table, show us all what you've got.

Hmm. Well, I can tell you won't take a ten-piece for that, it's far more valuable. But it's like my brother Kole always says, it's only worth what someone will pay for it, right? Ha! Now, normally I'm not in the habit of asking, but tell me one thing. Where did you find the, ah, object in question?

## KARNIV KILABEE

Karniv Kilabee is a lot of things. A tinker. A scholar. A collector. And most importantly, the owner of the best magic shop in town, Karniv's Enchanted Oddities!

Karniv spent much of his youth adventuring up and down the Sword Coast, and he developed a habit of keeping detailed journals of his travels. His favourite subjects always involve the magical and fantastical. Every glowing dagger, shining shield, sparkling wand or buzzing trinket would find it's way into his notebooks, along with their histories as far as anyone could recount.

Karniv was also acquiring as many magical objects as he could find, and soon his collection took on a life of it's own. His storage space became increasingly large until he decided to sell some of his lesser treasures and put a sign outside. People often joked that he collected nothing but oddities so Karniv felt Enchanted Oddities seemed the appropriate name.

Karniv is well known as a reputable source for magical items and knowledge, even if he is a little eccentric and not very magical himself. His collection certainly rivals no others, and while some may not care for him as a person, they cannot ignore his dedication. Though he is not particularly tall or handsome, Karniv is lit by his intense curiosity and his inexhaustible energy. Some might call him charming, although his choice of clothes give him a bit of a strange flavour.

Karniv never intends to swindle his customers, and while he may bend the truth a little, he would never outright lie. He has his reputation on the line, and a happy customer is a repeat customer. As far as he's concerned, the more people coming through the door to bring him new items, the better.



Although Karniv's shop has sprawled into the neighbouring buildings, he is always looking for more to add to his collection. Karniv loves stories and he's always willing to share how he acquired an item, as well as the circumstances that led to it's previous owner parting ways.

Information is nearly as valuable to Karniv as a magical item, and actively asks about the party and their adventurers, and is especially interested in the history of each item he comes across. If someone is not willing to sell something he would still ask for the tale behind it's discovery. He writes down everything he hears in his extensive ledgers and he would even consider offering a discount in exchange.

Karniv has a twin brother name Kole who occasionally watches the store for him. The two are easily mixed up and Karniv sometimes uses this to his advantage, especially if he suspects that violence might break out. The two are nearly identical, save for a scar on Kole's hand, which is easily replicated with a minor illusion spell. No one is really certain that Kole exists or if he is an elaborate ruse by Karniv. At any rate, Karniv always has a story to tell about his brother, and each one is more elaborate than the last.

## ENCHANTED ODDITIES

Karniv's Enchanted Oddities is a two story building located at the edge of the merchant's section of town, where the narrow, unassuming shop is squished between two larger structures. The store's sign is small and could easily be overlooked, and the front of the building is a uniform grey. Sections of the slate roof have been replaced several times, and one of the walls looks to have been partially burnt and in the process of being repaired. The shop has glass windows, some of which have iron bars and some of which are open.

The street is well maintained and bustles during the day and well into the evening. Many shops in this area are open odd hours, so as to be sure



their clients can purchase wares with the utmost secrecy. Also located on the street is an alchemist, an apothecary, a spice shop, a healer, and a small shrine among other things.

Behind the shop is an alley accessible only from the side streets. There is no way to walk around Enchanted Oddities; the neighbouring buildings are built so close that they nearly touch. On one side of the shop is an old warehouse converted into a tavern called the Dragon Head Inn. It houses a mixture of artisans, merchants and travellers who need accommodations for weeks or months at a time.

On the other side is a candle maker's shop, which mysteriously caught fire some weeks ago, shortly after Karniv received a large shipment of alchemist fire. Karniv insists the events are a coincidence and that the old woman would have done it herself just to spite him. The two do not get along.

The sounds of the city are muffled by the incredible amount of stuff inside Enchanted Oddities. Shelves and racks are jammed full of stuff, some of which move on their own. Though it appears to be complete chaos, Karniv knows exactly where every treasure is located in his shop. Few items are actually labeled, which occasionally leads to an unfortunate mishap for which Karniv is always willing to make amends.

Karniv is usually found working at his counter directly inside the front doors, writing about the properties of his latest acquisitions. He makes every effort to document the magical properties, history, and current owner of every magical item that he encounters. Behind his counter is a large desk stuffed with papers and books, containing details of his most recent research. There is always the faint smell of sulfur and salt in the air, and the floors are clean though there are several areas that have freshly replaced floorboards.



The main room of the shop contains a variety of common magical items suitable as gifts or trinkets for a noble's parlour. These have been culled from his personal collection, and Karniv would readily trade any of them to a visitor looking for a memento. In a locked side room he keeps some of his more expensive treasures and items he has yet to fully catalogue.

Karniv has long rented the basement of the Dragon Head Inn, and he has built a tunnel into it from inside Enchanted Oddities. This area is filled with many of the bulkier and permanent portions of his collection, as well as some common magical wares. The basement also home to some of the most powerful and dangerous items, contained in a secret room that only he can access. The basement can only be entered from inside Enchanted Oddities, and the entrance from the Dragon Head Inn is both locked and warded.

Karniv lives on the second floor of Enchanted Oddities in a small room, with the rest of the space dedicated to his extensive research library. Karniv is reluctant to leave Enchanted Oddities for long periods of time, and he has most of his food and research material delivered.

The building is protected by a number of magical wards. Using magic inside the shop results in terrible consequence and Karniv has many protective measures for someone be foolish enough to try and rob him. His most visible is a suit of enchanted armour that he uses as a servant. It can often be seen cleaning the shop, fetching items from the basement, or running errands for him around town.

Karniv has a number of escape routes should anyone seriously threaten his life. Some methods of escape include the alley, sewer, roof, or transporting himself through the planes. One would have to be quite prepared to kill Karniv, and they would likely find him slipping away before they could even draw their wands.

# CURIOSITIES AND TRINKETS

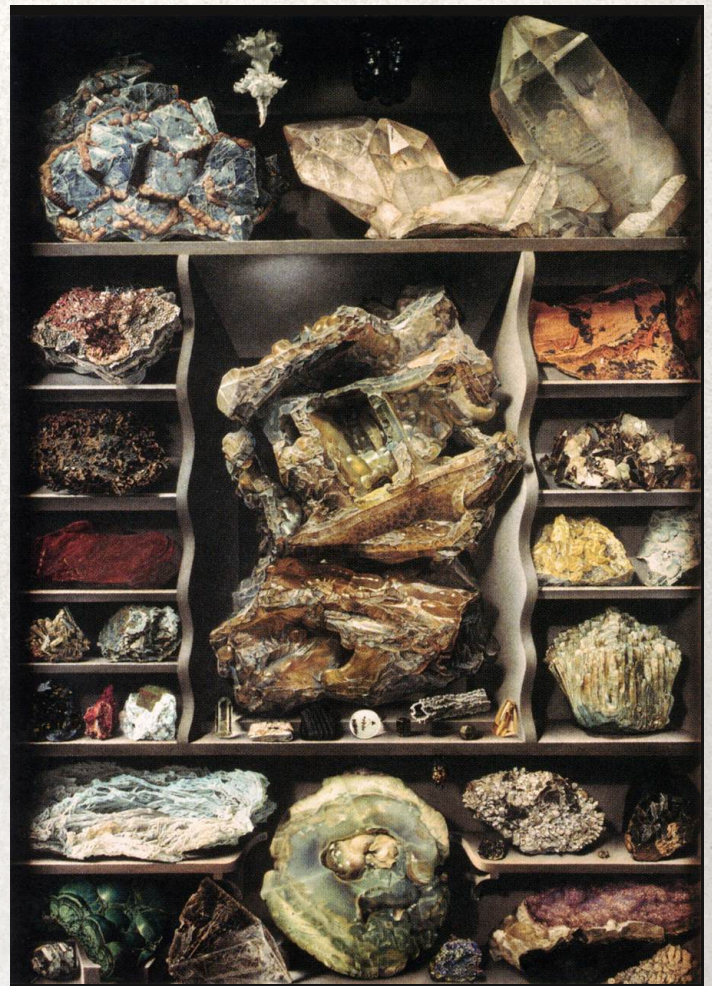
Karniv collects items imbued with all sorts of magic, even if they turn out to be rather mundane. Once he has added the details of a new item to his notes, he sells the various treasures and trinkets in his main room, using the funds to continue his research. He displays these trinkets most prominently, in hopes that the local lords and ladies might pick one up as a gift for a family member or romantic interest.

Some items are more magical than others, and some only have the appearance of magic. Ultimately the value is up to the potential owner, whatever they may decide to pay.

## LIST OF TRINKETS

- The partially functioning hand of a humanoid automaton. It always points in a particular direction when it rests on a table
- A tiny paper crane that can flap its wings. It flies in a small circle if released.
- A miniature clockwork heart that beats at the same pace as the person holding it. When not being held it does not beat at all.
- A set of divination cards that show only death and misfortune in the future, regardless of how much shuffling you do.
- An amulet with a single large red stone. Inside the stone a flame flickers and swirls with life.
- A bronze bracelet that cools whatever drink is in the wearer's hand.
- A steel tipped walking cane. The handle is shaped like a long necked bird.
- A golden spindle that balances upright on its tip and slowly spins.
- The tusk of a large beast covered in unintelligible runes, which are carved into the tusk and filled with pure silver.
- A map of the Sword Coast, etched into a bronze plaque.
- A severed tree branch that blooms buds each morning, grows leaves and flowers by mid afternoon, and sheds them in the evening.

- A lapel pin that has a striped blue flag crossed with a spear.
- A melted mass of copper coins. The horde occasionally sparks and feels warm to the touch.
- An ornate sword with a gold plated handle. The blade is so dull it is almost flat.
- A small bowl made from an empty turtle shell.
- A large piece of tropical coral. It is blood red and covered in tiny facets that makes it sparkle like a gemstone.
- The perfectly mounted skeleton of a small bird. All of the joints are movable and it has small black stones in its eye sockets.
- A hat that slowly changes colour to match the colour of the wearer's cloak.
- An ornate skeleton key with a small green emerald in the tip.
- A porcelain plate that has a rainbow shimmer and reflects light like a mirror.
- A stained glass picture of a tree. When light shines through it the leaves appear to be moving in the wind.



# THE ARMS

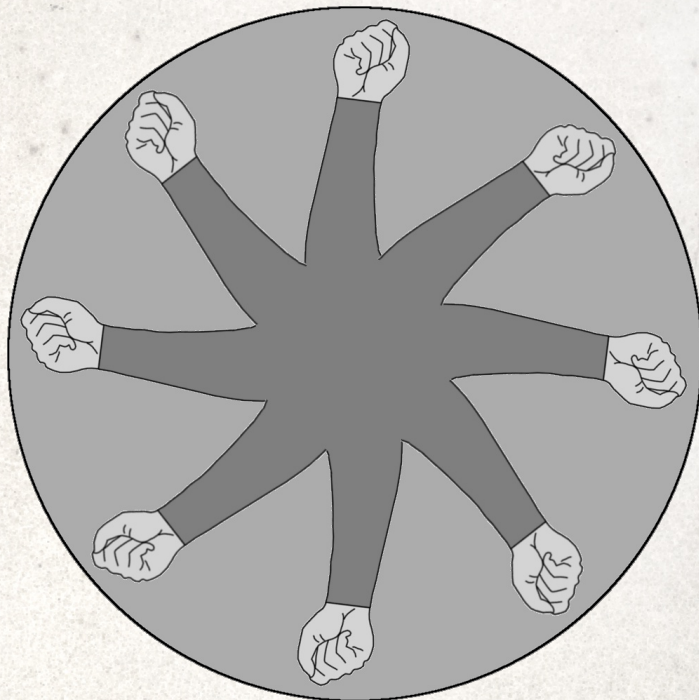
The ARMS is the Arcane Relic and Magic Society, a group of people dedicated to the study, catalogue and tracking of the many magical items in the world. The members are various enchanters, merchants, adventurers, nobles, archivists, curators and librarians all tasked with the job of investigating every rumor and object that comes their way. They work together to come up with an exhaustive catalogue of the magical items of the realm, and share this information with one another and various educational institutions.

Karniv is a high ranking member of the ARMS, holding the position as their chief historian and cataloguer of the magically enchanted. As part of his duties he collects, edits and publishes the society's latest findings as the Arcane Almanac, an encyclopedia of magical items that he updates and distributes every spring.

The ARMS was formed years ago in Waterdeep by a group of adventurers searching for a scepter considered lost since the Days of Thunder. After years of extensive searching, the scepter was discovered not to be lost, but on display in the Hall of Magic in the Silverymoon museum. Vowing that no one should quest for what is already found, they formed a group dedicated to sharing all information related to relics, artifacts and magic items.

Many members of the ARMS find themselves naturally drawn to occupations that allow them to study magical items. Some choose a life of adventure, seeking out lost treasures themselves. Others simply wait for items to walk through their doors for purchase. The ARMS have members in most of the major cities in Faerûn, and many of the smaller ones too.

Being a member of the ARMS involves swearing an oath to spread true knowledge across the realms, as well as a few interesting legends and



ables. All members must do their best to advance this cause, share with one another, and not keep secrets. Accepting payment for knowledge is of course appropriate, especially because membership to the ARMS involves regular fees. The society does accept new members, however they all must first prove their dedication to the society's values before consideration.

The ARMS meet once a year in Waterdeep on the Spring Equinox to discuss their most recent finds and drink excessively. It is a major social event and for many this is the only time they leave their towns or cities. Karniv is almost always in attendance for these festivities, and it is one of the few times a year that Enchanted Oddities is closed.

The symbol of the ARMS is an 8 pointed star made of arms, with the fists pointing outwards. It is symbolic of the many hands it takes to assemble such a great and important catalogue, and the strength of the society itself. Members almost always greet one another by shaking their left hands, and the symbol of the ARMS is typically worn as a lapel pin on the right side of a jacket or shirt.

# THE ARCANE ALMANAC

The Arcane Almanac is Karniv's life work, intended to be his lasting legacy. It is also a growing part of Karniv's business and he makes a sizable side income by publishing updates. At only 3 gold pieces you can get the latest edition, documenting hundreds of items, their histories, and their last known owners. Fact mixed with speculation makes for good reading, and copies of his almanacs are spreading quickly across Faerûn. The latest edition of the Arcane Almanac is used in many universities across the Sword Coast as reference and history material.

Over the years Karniv has indexed legendary items wielded by a number of famed heroes such as Elminster, Drizzt, Zattar, Bruenor, Khelben, and Feldor. Karniv hopes to study these lost items in person one day and prove the veracity of their mythic powers, but until they have been recovered they will only grace the pages of the full Arcane Almanac.

## SELECTIONS FROM THE ALMANAC

Here are a few selections from the latest edition of Karniv Kilabee's Arcane Almanac, carefully curated and presented for your with bonus commentary from Karniv himself! Some of these items can be found available for sale within Enchanted Oddities.

### THE GAMBLER'S CAP

*Wondrous item, uncommon*

A fine hat with a thick rim and a small band of red around the edge. It fits perfectly and casts shadows across your face. Wearing this hat gives you advantage on deception and insight skill checks.

*I won that in a card game, you wouldn't believe the look on that poor chap's face!*

### BRACERS OF FLEETING STRENGTH

*Wondrous item, rare (requires attunement)*

These bracers squeeze tight against your forearms and your muscles begin to bulge. Twice per day as a bonus action you can increase your strength modifier to +5 and suffer one point of exhaustion. You can declare this bonus action after an attack roll or skill check but before any effects of the roll occur. Uses of this effect are restored after a long rest.

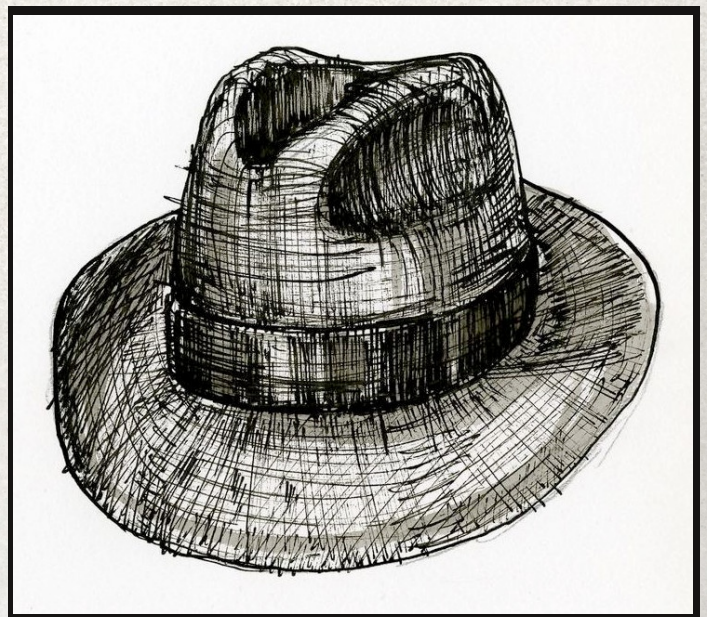
*Those damned things aren't half as good as you'd hope. I'll give you a deal if you're interested.*

### ZATTAR'S ARMOR OF ESCAPE

*Armor (leather), rare (requires attunement)*

This armor is extremely well crafted and feels so light it's like you're wearing nothing at all. Twice per day as a bonus action you can select a target you are engaged in melee combat with and disengage from them. This ability cannot be used if you are engaged with multiple targets. Uses of this effect restore after a long rest.

*Ah, Zattar was a skilled assassin, one of the best there ever was. It was such a tragic way for him to go, if you ask me.*

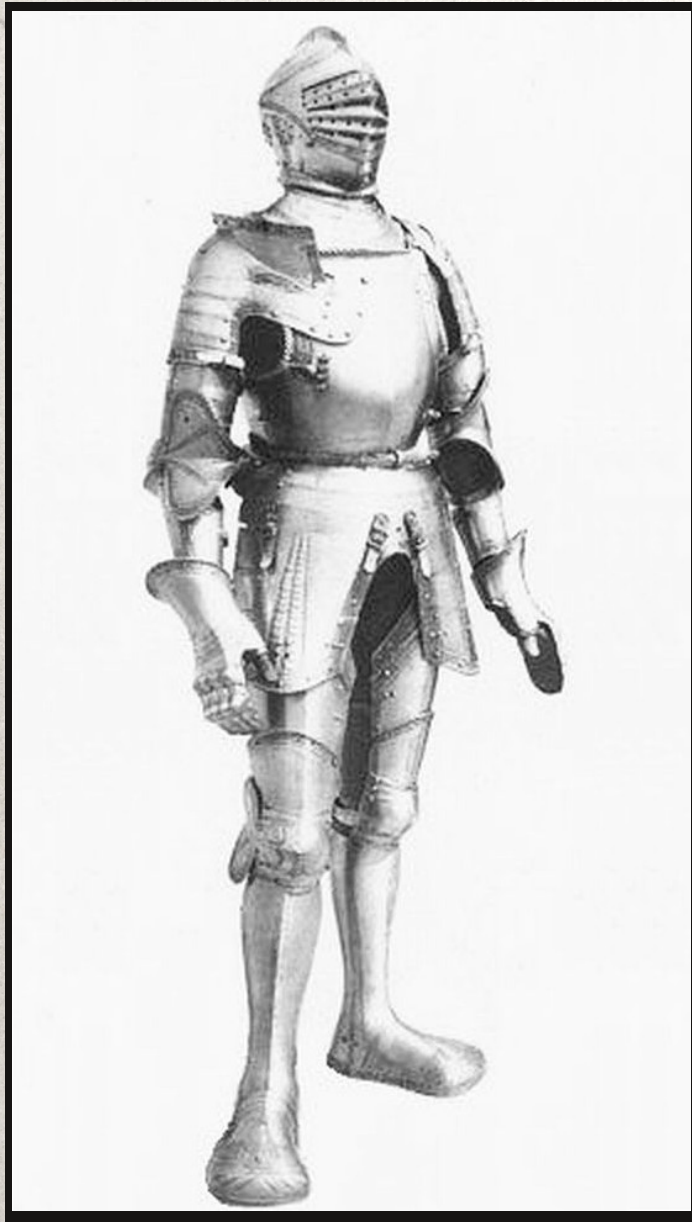


## DRAX'S THUNDER PLATE

*Armor (plate), very rare (requires attunement)*

This armor is imbued with a thunderous power and grants the wearer resistance to lightning and thunder damage. Once per day when the wearer is stuck by a melee attack, they can choose to cast the spell *thunderwave* as a reaction. The spell is resolved as normal and the effect can be reused after a long rest.

*Drax is a brilliant enchanter! I'd never hold his, ah, lineage against him. He's a good fellow through and through.*



## THE MEDIC'S BLADE

*Weapon (short sword), rare*

You gain a +1 bonus to attack and damage rolls made with this melee weapon. When you kill an enemy, you are granted the use of the *healing word* spell as a free action. You can use this spell on any target within hearing other than yourself. This effect can only be used once per round.

*The lady that owned this had lots of scars, but her friends all looked pretty good.*

## SICKLE OF BLOODLETTING

*Weapon (sickle), very rare (requires attunement)*

This hooked blade is has an oily sheen and when you pick it up you can feel the power coursing through your hand. When you kill an enemy with the Sickle of Bloodletting, you regain a spell slot equal to or less than the target's hit die. If you use this ability and you are a good aligned character you take 3d6 psychic damage.

*That is a dark thing for sure, but someone good could come from it in the right hands.*

## FELDOR'S BEER MUG

*Wondrous item, uncommon*

This simple wooden cup was owned by Feldor Brewbarrel, the legendary dwarven brewmaster. Imbued with his favorite recipe, the mug slowly refills with beer whenever it is not being held. Ancient and well used, the beer is weak and not very fresh.

*Careful, don't spill that! Eh, I think the magic's beginning to wear off on that, it's starting to smell a bit funky, don't you think?*

#### PORTABLE HAND

*Wondrous item, uncommon*

This is a life sized clay sculpture of a hand. As a bonus action you can speak the command word and attach it to any surface and manipulate it with your mind as if it were your own hand. It can grasp and manipulate objects using your strength and dexterity stats and perform any action you can regularly perform. You cannot use the portable hand to gain extra attacks, but you can use it to complete your action, bonus action or free action.

*The perfect gift for the person who has everything. Haven't you always wanted an extra hand? Let's shake on the deal!*

#### RING OF UNKNOWN SKILL

*Ring, uncommon*

This ring makes you feel like you can do anything. Once per day you can choose to gain advantage on a single skill roll. You can choose to do this after you have made your skill roll, but it must be before the DM declares the result.

*When you're wearing this, your friends will never know when you come up a bit short on things.*



#### PENDANT OF THE PROTECTOR

*Wondrous item, rare (requires attunement)*

This magical pendant has a pale blue stone at the end of a long gold chain. The pendant has 20 hit points. Whenever you are hit with an attack you can use the pendant to absorb the damage as a free action. If the pendant takes more than 20 total points of damage it is permanently destroyed, and any excess damage is transferred to the wearer. The pendant may be used after a successful hit but must be declared before damage is dealt. The pendant's hit points are restored after a long rest.

*That saved my life more than once, when I was a younger man. Be careful you don't break it, that would be a real shame.*

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